

In The Claims:

1. (Currently Amended) A method of conducting a game of chance on a gaming machine, the method comprising:
receiving a wager from a player;
displaying a plurality of selectable elements, each one of the plurality of selectable elements being associated with a corresponding one of a plurality of respective outcomes;
receiving a selection from the player of one of the plurality of selectable elements; and
in response to the selection, awarding the outcomes associated with the selected element and at least one of the non-selected elements.

2. (Currently Amended) The method of claim 1, further including in response to receiving the selection, revealing the outcomes associated with the selected element and the at least one of the non-selected elements at their respective locations.

3 (Original) The method of claim 1, wherein the at least one of the non-selected elements for which the outcome is awarded is adjacent to the selected element.

4. (Previously Amended) The method of claim 1, wherein the awarded outcomes include a payoff.

5. (Previously Amended) The method of claim 1, wherein the awarded outcomes include a bonus game.

6. (Original) The method of claim 5, wherein the bonus game includes a plurality of symbol-bearing slot reels that are rotated and stopped to place symbols on the reels in visual association with a display area.

7. (Original) The method of claim 5, further including in response to a certain result in the bonus game, awarding the outcome associated with another of the non-selected elements.

8. (Previously Amended) The method of claim 1, wherein the awarded outcomes include awarding the outcome associated with another of the non-selected elements.

9. (Original) The method of claim 1, wherein the step of displaying a plurality of selectable elements includes arranging the selectable elements in a matrix including a plurality of rows and columns, and wherein the at least one of the non-selected elements for which the outcome is awarded includes a plurality of the non-selected elements adjacent to the selected element.

10. (Original) The method of claim 1, further including in response to the selection, displaying an animated pattern encompassing the selected element and the at least one of the non-selected elements.

11. (Currently Amended) A gaming machine, comprising:
means for receiving a wager from a player;
means for displaying a plurality of selectable elements, each one of the plurality of selectable elements being associated with a corresponding one of a plurality of respective outcomes;
means for receiving a selection from the player of one of the plurality of selectable elements; and
means, responsive to the selection, for awarding the outcomes associated with the selected element and at least one of the non-selected elements.

12. (Currently Amended) The machine of claim 11, further including means, responsive to the selection from the player, for revealing the outcomes associated with the selected element and the at least one of the non-selected elements at their respective locations.

13. (Original) The machine of claim 11, wherein the at least one of the non-selected elements for which the outcome is awarded is adjacent to the selected element.

14. (Previously Amended) The machine of claim 11, wherein the awarded outcomes include a payoff.

15. (Previously Amended) The machine of claim 11, wherein the awarded outcomes include a bonus game.

16. (Original) The machine of claim 15, wherein the bonus game includes a plurality of symbol-bearing slot reels that are rotated and stopped to place symbols on the reels in visual association with a display area.

17. (Original) The machine of claim 15, further including means, responsive to a certain result in the bonus game, for awarding the outcome associated with another of the non-selected elements.

18. (Previously Amended) The machine of claim 11, wherein the awarded outcomes include awarding the outcome associated with another of the non-selected elements.

19. (Original) The machine of claim 11, wherein the plurality of selectable elements are arranged in a matrix including a plurality of rows and columns, and wherein the at least one of the non-selected elements for which the outcome is awarded includes a plurality of the non-selected elements adjacent to the selected element.

20. (Original) The machine of claim 11, further including means, responsive to the selection, for displaying an animated pattern encompassing the selected element and the at least one of the non-selected elements.

21. (Currently Amended) A method of conducting a game of chance on a gaming machine, the method comprising:

receiving a wager from a player;

in response to receiving the wager, conducting a primary game having a plurality of randomly selected primary-game outcomes, at least one of the plurality of randomly selected primary-game outcomes being a start-secondary game outcome;

in response to a the start-secondary game outcome being achieved in the primary game, conducting a secondary game having a different play mechanic than the primary game, the secondary game having a plurality of randomly selected secondary-game outcomes, at least one of the plurality of randomly selected secondary-game outcomes being a start-primary game outcome; and

in response to a the start-primary game outcome being achieved in the secondary game, conducting the primary game again without requiring an additional wager from the player.

22. (Original) The method of claim 21, wherein the primary game includes an interactive selection game.

23. (Original) The method of claim 22, wherein the interactive selection game includes a plurality of selectable elements, and wherein the step of conducting the primary game includes receiving a selection of one of the selectable elements and awarding any outcome associated with the selected element.

24. (Original) The method of claim 21, wherein the secondary game includes a slot reel game.

25. (Original) The method of claim 24, wherein the slot reel game includes a plurality of symbol-bearing slot reels that are rotated and stopped to place symbols on the reels in visual association with a display area.

26. (Currently Amended) A method of conducting a wagering game on a gaming machine, the method comprising:

receiving a wager from a player;

conducting a primary game free of slot reels and playing cards, the primary game having a plurality of randomly selected primary-game outcomes, at least one of the plurality of randomly selected primary-game outcomes being a start-secondary game outcome; and

in response to a the start-secondary game outcome in the primary game and without requiring an additional wager from the player, conducting a secondary slot game including a plurality of symbol-bearing reels that are rotated and stopped to place symbols on the reels in visual association with a display area.

27. (Previously Presented) The method of claim 26, wherein the primary game includes an interactive selection game.

28. (Previously Presented) The method of claim 27, wherein the interactive selection game includes a plurality of selectable elements, and wherein the step of conducting the primary game includes receiving a selection of one of the selectable elements and awarding any outcome associated with the selected element.

29. (Previously Presented) The method of claim 26, wherein the step of conducting a secondary slot game includes awarding a payout based on the symbols in the display area.

30. (Previously Presented) The method of claim 26, wherein the secondary slot game is conducted on a video display.

31. (Currently Amended) A method of conducting a wagering game on a gaming machine, the method comprising:

receiving a wager from a player;

conducting a primary game other than a slot reel game and a playing card game, the primary game having a plurality of randomly selected primary-game outcomes, at least one of the plurality of randomly selected primary-game outcomes being a start-secondary game outcome; and

in response to a the start-secondary game outcome in the primary game and without requiring an additional wager from the player, conducting a secondary slot game including a plurality of symbol-bearing reels that are rotated and stopped to place symbols on the reels in visual association with a display area.